NES-EM-USA

World Palace™

OPERATION MANUAL

HUDSON SOFT®

Mendel Palace

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT

Thank you for selecting MENDEL PALACE™. In order to insure your full enjoyment of this game, we recommend that you read the manuel carefully and follow its instructions and suggestions.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excelence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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Nintendo
ENTERTAINMENT SYSTEM®

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WARNING

WARNING ! WARNING! WARNING! WARNING! WARNING!

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- Do not clean this devise with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing cassette from the main system.
- We recommend that you play this game at a distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

GAME STORY

Candy needs your help! She's trapped in her own dream! Sumo, Dragon, and all her other dolls have suddenly come to life. And they won't let Candy wake up. Ever!

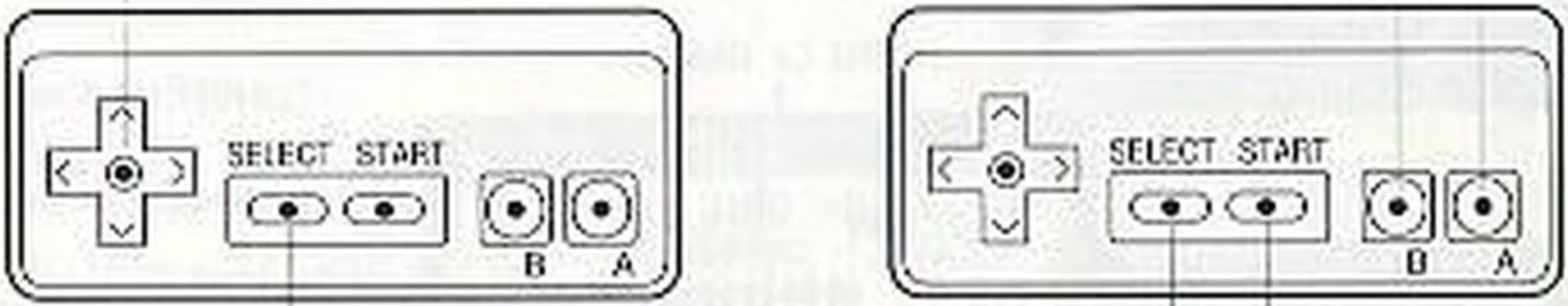
Instead they've carried her off to MENDEL PALACE. Poor Candy! Her only hope is Bon-Bon, her best friend. And that's you! But your task won't be easy. Bon-Bon must out-fight and outsmart all of Candy's evil toys through treacherous levels of play.

So good luck, Bon-Bon! Candy's waiting for you—while her wicked captors are waiting to get you!

HOW TO USE THE CONTROLLER

Movement control and selection of play area.

Shuffle the panel.



Select for one or two players.

Take a man from your partner.

Start, continue or pause.

STARTING THE GAME

By pushing the "start" button while the title screen is displayed, you will see a map-like screen as shown below.

Choose the doll house you want to play by using the movement control button. You can start from any area you like! Maybe start with The House of Moko-Moko to just get the hang of it!

CONTINUE OPTION

For One Player:
You can continue from where you left off simply by pushing the "start" button as long as the word "continue" appears on the screen.

For Two Players:
When the game is over for one player and the other player still has one or more men left, you can take your partner's man by pushing the "select" button and continue play.

On bonus stage, the number of stars which remain to be collected is shown at the bottom center of your screen.

ITEM

"ENEMY PANEL'

This panel recreates more dolls.

'CROSS PANEL'

This will shuffle the whole row of panels in 4 different directions. 1,000 pts.

'SUN PANEL'

This will shuffle all panels on the board. 5,000 pts.

"CLOCK AND TIME PANEL"

You can choose a row of panels to shuffle. 1,500 pts.

"STAR PANEL"

Collect 100 stars for an extra man and increase your speed. 100 pts.

"MOON PANEL"

The screen will turn dark and turns into star panels. 3,000 pts.

"SPECIAL STAR PANEL"

When you collect this star, you'll earn 10 regular stars' worth 10,000 pts.

ITEM

"TIME PANEL"

The time limit will be extended by 5 seconds. 2,000 pts.

"SPECIAL BONUS PANEL"

This will take you to the bonus stage. 100 pts.

" ROULETTE PANELS"

4 different items rotate constantly. Each item's benefit varies. ? pts.

"ATTACK PANEL"

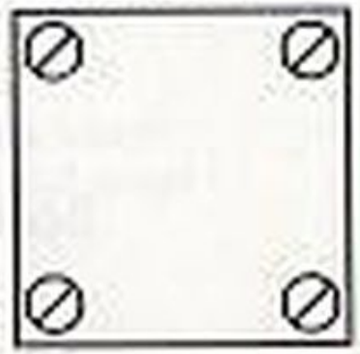
Choose the direction to slide to smash the dolls. 100 pts.

"METAL PANEL"

When this panel appears you can't walk on it.

"BROKEN PANEL"

This is a broken Metal Panel. You are able to walk on it.



"LOCK PANEL"

This panel is screwed in so tight, you can't shuffle this panel.

CHARACTERS OF MENDEL PALACE

Candy

Bon-Bon

Moko-Moko:
When you get to higher stages, Moko-Moko will split into two little Moko-Mokos.

Vinci:
They will start to draw on the panels. Once they complete the drawing, you no longer can shuffle that panel.

Toby:
When they sense their own danger, they will start to jump up and down.

Wasser:
They swim right on top of the panels as they shuffle the panels behind them.

Taiko:
They dance around and they fall gracefully when they've been shuffled.

Mira:
They will imitate your exact moves.

Dragon:
They jump around like crazy! You can't make them fall when they're in mid-air.

Sumo:
Very plump and very heavy. Panels shuffle when they stomp.

HOW TO PLAY

HOW TO DEFEAT DOLLS

When shuffling the panel while dolls are on it, they will fall down. Continue this process until you can shuffle them against the wall.

Once you've smashed all the dolls, you have cleared the round.

There are time limits in some rooms. When you play beyond the time limit, the dolls' movements will become much faster and they will also come after you.

You will start the game with 3 Bon-Bons (and 3 Non-Nons if you play with a partner). You can obtain an extra man by collecting a "1 UP" panel or by collecting 100 stars.

HOUSE OF DOLLS

You must complete all 8 Houses in order to get to Mendel Palace.

SECRET TECHNIQUES/HINTS

Hidden Items : There are many hidden items under the panels. It will enhance your enjoyment if you try to reveal these hidden items!

Partner Play : When you want to play with a partner, just select "2 Players". You can either cooperate and beat the dolls together or you can try to rob the items before your partner does!

FCC REGULATIONS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules,which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If the equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-000345-4.

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For questions, call
(415) 495-HINT

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